STAR CASTLE

CX2655

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing a Game Program cartridge. This will protect the electronic components and prolong the life of your game console.

TABLE OF CONTENTS

1. TERMINOLOGY

SHIP

The player's ship.

THRUST

Firing the ship's thrusters to propel it forward.

MISSILE

Shots fired by the player's ship.

ENERGY CANNON

Located in the center of the Star Castle, it's the heart and nerve center of the fortress, always tracking the ship's movements waiting for a clear shot.

ENERGY BLAST

Large blasts of energy fired by the Energy Cannon at the player.

SPACE MINE

Small energy mines that relentlessly follow the players ship.

SHIELDS

The Star Castle's three rotating protective rings surround the Energy Cannon.

SEGMENT

Each rotating shield ring is composed of 12 segments.

2. GAME PLAY

The primary objective is to pilot your ship to defeat the **Star Castle** by firing missiles at the Energy Cannon. First you must blow holes in its rotating shields while avoiding the ever pursuing Space Mines. Beware, the Energy Cannon will blast back through openings in the shields! The secondary objective is to score as many points as possible. See **Figure 1** for an explanation of the objects on the playfield.

The Energy Cannon is surrounded by three rotating shields. Each shield is made of 12 segments and rotates in the opposite direction of the shield within it. The player can destroy shield segments with missiles. When all 12 segments of a shield ring are destroyed the shield rings beneath it expand to take its place and a new shield ring is created at the center. If the player's ship collides with the shields it will not be harmed, but will bounce off of them. To learn how to pilot the ship and other aspects of the game, *see Section 3* **USING THE CONTROLLER**.

Player's Energy Energy
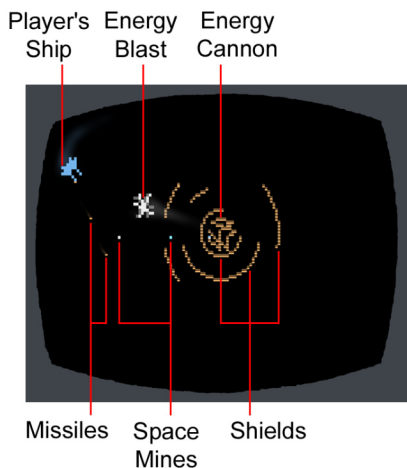Ship Blast Cannon

Missiles Space Shields
Mines

Figure 1

Once segments have been destroyed from all three shield rings, the player's missiles will have the opportunity to reach the Energy Cannon. The more segments that are destroyed, the more opportunities the player will have to get a clear shot at the Energy Cannon. The Energy Cannon is always turning to face the player and when it sees an opening in all three shields it fires an Energy Blast.

The Star Castle is also defended by three drifting Space Mines. Each Space Mine is constantly homing in on and moving towards the player. The space mines may be destroyed by the ship's missiles but have no point value. For more information on scoring *see section 5,* **SCORING**.

When a player's ship is hit by a Space Mine or Energy Blast it is destroyed. The player starts each game with three ships. Additional ships can be earned, for more information *see section 5,* **SCORING**.

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3. USING THE CONTROLLER

Use your Joystick Controller with this Game Program cartridge. Be sure the Joystick Controller cable is firmly plugged into the LEFT CONTROL-LER jack at the back of your game console. Hold the Joystick with the red button to your upper left, toward the television screen. See Section 3 of your Owner's Manual for further details.

JOYSTICK CONTROLS

Moving the Joystick to the left rotates the player's ship counterclockwise, and moving it to the right rotates it clockwise. Moving the joystick up

will fire the ship's thrusters and propel it in the direction it is facing. When the player stops thrusting (stops pushing the Joystick up) the ship will continue to move but will eventually drift to a stop. This allows the player to perform advanced flight techniques like strafes (flying sideways while firing) and even occasionally flying backwards. The screen "wraps" from top to bottom and left to right. This means that if you fly your ship off one edge of the screen it will fly back onto the screen from the opposite edge.

FIRE BUTTON

The red "fire" button fires the ships missiles that are used to destroy Space Mines, shield segments, and the Energy Cannon. The button can also be used to start a new game from the main menu.

4. CONSOLE CONTROLS

GAME RESET SWITCH

Press the game reset switch at any time to start a new game. A new game can also be started from the title screen by pressing the joystick button.

5. SCORING

SCORE CHART:

ACTIVITY	POINTS	BONUS
Destroying a Space Mine	0	
Destroying an outer ring shield segment	10	
Destroying a middle ring shield segment	20	
Destroying an inner ring shield segment	30	
Destroying the Star Castle	1440	Free ship

6. HELPFUL HINTS

SHOOTING

Don't be afraid to fire, your ship has an unlimited supply of missiles, but only three can be in flight at a time. There is a tradeoff between rate of fire and range, if you fire too quickly your range will be diminished.

SHIELD STRATEGY

Try to shoot many segments out of the shield rings without destroying an entire ring. This will give you a better shot at the Energy Cannon, but remember, it also gives the Energy Cannon more opportunities to blast back at you!

MANEUVERING

Keep moving, it makes it harder for the Energy Cannon to track you and for the Space Mines to catch up to you.

Don't be afraid to bounce your ship off the shields, several successful strategies involve this technique.

Practice good control of your ship and be creative in your maneuvers, this will help you in later levels.

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The latest Stella downloads, configuration and usage information and more can be found at http://stella.sourceforge.net/

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8. CONTRIBUTORS
(Ordered by contribution then date)

Jason Scott

Joseph "Groucho" Grochowski, Rich Bernal, Ben Ritacco, Craig Harris, Marcel Schoen, Kai Darius Kohl

Jeremy J Percy, Kyle "Jastrick" Yasinski, Tom Warren Glennon, Michael Haas, Bill Loguidice, Jeremy Newman, Cory Bloyd, Doug Jones, Jenna Whitehouse, David Gratt, Seth J. Morabito, Ian Bogost, Joel "LowPolyCount" Gonzales, Jacob Rose, Kevin Meinert, Noel Tavio (ntavio), D. Gaxiola, Aaron (The Noid) McMahon, Mark Mahoney, David W. Morris, Joe Faasen, lee p., Sean M Ritzo, Scott Lambert, Markus Fritze, James Holmes, Joe Santulli (Digital Press), Laremy Legel, Howard M. Harte, Russ Perry Jr, Charles Dysert - EVG2000, Aaron "neifirst" Bean, Peter Danenberg, Martin Decurtins, andy kwon (ksy.tonnypoo), Andrew Ruth, Steve Algernon, UberArcade, Eugenio "TrekMD" Angueira, John and Benjamin Sherburne, Chris Galgon, Parker and Nolan's Dad, Christopher Williams, Atari Museum, Kyle Johannes, Peter E. Humphries, Dr. Phil Kousoubris, Dan Escobar D'Addario, Marc A. Mackin, Wayne LaBelle, Leonard Herman, Byron Odwazny, Mike Pontillo, Roy Stanfield, Kyle K Boyd, Gary 'Gaztee' Taylor, Scott Kelley, Eric Conrad, Mathias Augustus Duszynski, Tim Henley (AtariAge: tjb), Reuben Marcus, Tim Benish, Todd Johnson, Paul Hartman II, Darrell Spice, Jr., Rocco J Carello, Mayhem, Don Pattee, Ianoid, Chuck Bremer, James Huselton, Peter McQuillan, Ralf Griewel, Scott A. Cobb, Frank J Reischl IV, Kevin Buchanan, Adrian Roberts, David Baisley, Rick Weis, bfstats, Kurt K. Goldfarb, Mark Kohler (NML32), Shaun Meldon, Corey Tripp, Christian Martin, Lance Bohy, Larry "RetroGmr" Anderson, Crublet Guillaume, Jeff Beegle, James Randall, Jay Hamura, Karl Berzitis, Wonder007, Eric Boghos, Carl Howard, James F Hudson, Michael Martignetti, Roman V., Robert Duke, Holland + Michelle, Ken Chaney, kmandu, Phaxda, Bryan R. Gruszka, Ralph "ram2600" Mastrangelo, MTP, Michael Fanning, Jonathan Lyna, Matthew Cantu, Thomas G. Treptow, NT5, Mike Norton, Nick Montfort, limesparks, Greg McLemore, Rory Saathoff, Videogame History Museum, Christopher T. Smith

Jonathan Carr, Lori Molina, Jon Sieker, Jerry Bonner, Ben Combee, Ed Federmeyer, Eric J. Olson, George "Big Sexy" Cahlik, Roosevelt S Pittman III, Tim Smolen, Tapper Hausken, Aaron Mahler, Ronald Neely II, Michael Serroul, Trampas Bailey, dethfactor, Bill Kendrick, Samuel Bass, Christopher Jones, Ash McGowen, Kyle Reed Carey, Phil Bordelon, Tristan Fillmore, David Stellmack, Duncan, Steve Leung, Rob Maerz, Geoffrey Sperl, Jonathan Desrosiers, Stephen Dierks, Mark D. Benton, Michael A. Mischna, Andrew Elliott, Rick Fryar, John Tobias (Hiro), Marc Deslauriers, Marian McBrine, Paul R. Hruby, Tom Hansen, Reason Interactive, Sarah Elrays, Matthew Denker, John Sharp, "Trickman" Terry Minnich, Joseph Geniec, Mike Walker, Alexander Bochmann, Eric Nikolaisen, Burr Thompson, jack sperberg-hart, Tim Showalter, Mitch Orman, Steven Scavone, Rebecca Perkins, Tim Lapetino, Derrick Brundage, PerpetualGeekMachine.net, Peter Alfred Smith, Collin David, Thomas Krausse, Adam, Jim Crismale (arcaderehab), Joseph L. Lynch, Kevin Mosley, Ted Hooper, Justin Penka, Marshall Ramsey, Greg Sienkiewicz,

8. CONTRIBUTORS (Continued)

Kevin Dunn (aka: Disk Handler), Jeremy M. Strickland, Jeff Rothkopf, Terence O'Neill, Nick Palmer, Chris Angelini, Allen Wood, Matthew S. Davis, John W. Linville, Ron Rastenis, reship.com, Casey O'Donnell, Kevmo Sheller, FujiSkunk, Jesse Wolfe, Bobby Blackwolf, csanyk.com, Matt Corso, Abby Dover, Michael Kohne, Chris Long, Jasen Rogers, Melynie "Miss 2600" Withington, San-d-2000, Fen & Mitch Eatough, TJ Rappel, Steven Bennett, Tom James Allen Jr, Jeremy Sachs, Jeff "SnowyThing" Weiss, Erivelton Brazil, Hank Sutcliffe, Jan-Erik Sundh from Sweden, Jason D. Chad, NTICompass, Ze_ro, Nick Behrens of From Nothing Game Studios, Zachary Weaver, James Campbell, Curt Stankiewicz, Brandon Allen, Seth Casana, Phil Salathé, Aaron Costello, Frank Traut, Curtis Hart, Jason Rein, Andrew Lentz, Aaron Kaluszka, Joe Ferris, 8bitmatt, Eric João Ferraz Fraga, R. Odlin, Michael Markowski, Tim Shanks, Hans Stallmann, Adam C. Airhart, Herpa Derp, Douglas Smith, Zach Pilgrim, Msyjsm, Kenneth D. Wiggins, Dane "Waterborn" Tullock, Chad Woyewodzic, Gregory J. Batty, Nick Braun, Mike Kennedy, Weston D. Hilton, Shervyn, Craig "The Coder" Dunn, Shaun "retroshaun" Stephenson, xtoddx, Ryan Myers, James Hoover, Gregory J. Thomas, Jeffrey R. Bazzle, Dominic Ferrantelli, Eric Smith, AbsoluteDestiny, Stephane Paquette, Jimmy Ray Tyner 3rd, Walter White "Walter_J64Bit", Noah Ramon, Ryan Hyland, drq, Brad Prillwitz, Thomas D. Atkins, Andrew Schott, Quixotico, Dave Skwarczek, Mad Ziontist

brokenLCD, JasonZ, Neogandalf, Altair S Lane, Thaddeus Ryker

Mike Littau, C. Brian Bucklew, Andrew Molloy, Greg Maletic, Chris Comeau, Kurt Pfeifer, Frank Cifaldi, James Allenspach, Carl L Gilchrist, Tim Buchheim, Bugmaster, David "KingDavid73" King, Andreas Bunten, Tom Madams, Rob Kenyon, kirk "kirkjerk" israel, Kevin Savetz, Brett Neveu, Angela Rugg, Corwin Joy, Liz Conlan, Rob Furr, Steve Lord, Paulo Raffaelli, Kyle Buza, J. Ballantine, David C. Fein, Dennis Debro, The Retroist, Evan Dolezal, Jeff Somers, angrycoder, Edward Lewis IV, Steve Hudson, Michael "Parody" Miller, The Higgins Family, Nadia Cerezo, João Carlos Bastos, Thomas Krug, Alexander Katyk, Dan Sanderson, Dougal Campbell (@dougal), James Phelan, Nathan Ashenden, The Rebelsky Family, Lee K. Seitz, Burt S Andrews IV, Brad Smith, Eric Shofe - Hiddentreasuregames.com, Alexander Y. Hawson, William Crum, NoVizzle, Gary Leatherman, Stephen Anderson, James E. Thiel, Devin Hales, James Klingler, David Frank

9. LEGAL